Stephen Schroeder

Contact:	Work:
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CAREER SUMMARY

Developer with 10+ years professional programming experience, a master's degree in computer science, and 8 years developing games. 5 years developing games for Unity. 3 years developing games in Unreal. 1 year professionally modifying the Unreal Engine. Leads professional and private games.

SKILLS

Software Languages:
- Strong: C#, C++
- Familiar: Java, assembly

Technologies:
- Microsoft Visual Studio
- Unity, Unreal Engine
- Perforce, SVN, and Github
- Blender & 3DS Max

Practices:
- Source Control
- Agile Development/Scrum
- Graphic Designer
- Team Leadership

PROFESSIONAL EXPERIENCE

Staff Software Developer, ARA Virtual Heroes division   *2019-2023*
- Headed a project to visualize scraped cell phone data and geopolitical information.
- Developed intuitive 3D UIs and systems for interaction in virtual reality.
- Headed a project to perform image processing through use of shaders.
- Developed materials and shaders for promotional videos.

Software Developer, Primal Space Systems   *2018-2019*
- Modified Unreal Engine 4 to transmit index and vertex buffers, between editor instances.
- Worked on a prototype for streaming game content rendered on client side GPUs.
- Optimized C++ methods for frequent expensive tasks.

Software Developer, Konica Minolta LLC   *2014 - 2018*
- Developed multithreaded networking communication code for a tablet companion device.
- Resolved differences between managed C/C++ APIs and unmanaged C# code.

Educational Games Developer, North Carolina State University   *2013 - 2014*
- Created an educational logic tutoring game for the mathematics department in Javascript.
- Created a mobile and an Xbox educational game for the North Carolina Museum of History.

INDEPENDENT WORK

- *Perilous Wilde, Perilous Night:* Art, design, & programming for two short point & click adventures in Unity.
- Super Mario 64 ASM Romhack: Stepped through and modified ROM assembly to inject behavior.
- *Daedalus*, Unity 2D platformer: Developed shaders, tools, 2D vector physics, and art.

ACADEMIC EXPERIENCE

Masters of Computer Science, North Carolina State University   *2012 - 2014*
- Coursework included Machine Learning, Object Oriented Programming, Serious Games, Artificial Intelligence, Human-Computer Interaction, Algorithms, and Computer Graphics.

Bachelor of Computer Science and Biology, University of Mary Washington   *Fredericksburg, VA*
- Coursework included Game Development, Operating Systems, and Bioinformatics